

Strand Classes

namespace Strand Classes

export class Background

draw()

export class Sun

position: number
position y: number

draw()

move()

export class Cloud

position: Vector
size: Vector

draw()

fly()

export class Boat

position: Vector

draw

swim()

export class Beach

position: Vector
~~width: number~~

draw()

export class Volcano

position: Vector
min: number
max: number
color low: string
color high: string
size: Vector

draw()

explode()

export class Person

position: Vector

color: string

clothing color: string

draw()

move()

export class Bird

Fam nam in Klassen und mit
interfaces arbeiten?

constructor - ds

interface Vector

x: number

y: number

constructor

this.position = position
this.position y = position y

- position
- position y

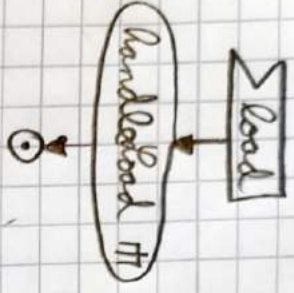
Grand Main

name space Grand classes

```

Get golden: number = 0, 62
Get height: number;
Get width: number;
Get csc2: canvas
    
```

Window.addContentFor "load"



handleLoad _event Event

create Canvas Element

```

height = canvas.height
width = canvas.width
    
```

```

let horizon: number = height * golden
let newSun: Sun = new Sun(-position: Vector)
let cloud1: Cloud = new Cloud(-position: Vector, -size: Vector)
let cloud2:
let boat: Boat = new Boat(-position: Vector)
let vulcano: Vulcano = new Vulcano(-position: Vector, -size: Vector, -size: Vector, -size: Vector, -size: Vector)
let bird: Bird = new Bird(-position: Vector)
    
```